-COMIC MUNCH PRESENTS-

TRAINING GEAR:

DIGIMON LINK PENDULUM

RESEARCH NOTES

AUTHOR, PRODUCER, DIRECTOR, GAME PLANNER, GRAPHICS & ART BY: COMIC MUNCH

TECHNICAL LEAD, REVERSE ENGINEERING, : CYANIC

PARTIALLY FUNDED BY: DTATHEMES

TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES

DIGIMON LINK: ABOUT

TRAINING GEAR: DIGIMON LINK IS A FULL GAME EXPANSION MOD AND IT WAS PRODUCED, AUTHORED AND LEAD BY CARTOONIST AND DIRECTOR COMIC MUNCH WHO DECIDED TO SHARE HIS IDEA OF THE BEST VB EXPERIENCE WITH THE COMMUNITY

DIGIMON LINK, IS THE FIRST EVER MOD FOR THE VB THAT TRULY BROADENS THE GAME PLAY WITH FEATURES AND ELEMENTS NOT SEEN IN ANY VITAL BRACELET BEFORE.

DIGIMON LINK ALSO CONTAINS MANY QOL UPGRADES AS WELL

THE VITAL BRACELET IS SEEN AS A MIDDLE GROUND: BETWEEN THE RAISING VPETS AND PEDOMETER DIGIVICE TOYS. COMIC MUNCH HAS DECIDED TO TAKE THAT CONCEPT EVEN FURTHER BY ADDING EVEN MORE VPET FEATURES LIKE FEEDING AND POOPING AND EVEN MORE DIGIVICE PEDOMETER FEATURES LIKE RANDOM ENCOUNTERS IN ADV MODE.

COMIC MUNCH ©
SERVING FRESH ART, YUM

DIGIMON LINK WAS FIRST RELEASED THE SUMMER OF 2025. IN THE FALL OF 2025 DIGIMON LINK WAS UPDATED WITH A SECOND VERSION CALLED DIGIMON LINK PENDULUM WHICH SUPER CHARGED THE DIGIMON LINK EXPERIENCE.

AUTHOR, PRODUCER, PROJECT LEAD, GRAPHICS & ART: COMIC MUNCH

TECHNICAL LEAD, COMMISSIONED BY COMIC MUNCH REVERSE ENGINEERING, : CYANIC

TRAINING GEAR:

DIGIMON LINK

TERMS OF SERVICE

1. NON-COMMERCIAL USE

THIS MOD IS A FAN-MADE PROJECT THAT COMIC MUNCH HAS PRODUCED AND FUNDED FOR THE INTENDED PURPOSE OF FREE PERSONAL ENJOYMENT FOR THE DIGIMON COMMUNITY.

IT IS NOT FOR RESALE, REDISTRIBUTION, OR COMMERCIAL USE IN ANY FORM.

2. INTELLECTUAL PROPERTY

DIGIMON AND ALL RELATED NAMES, LOGOS, CHARACTERS, AND TRADEMARKS ARE THE PROPERTY OF BANDAI NAMCO ENTERTAINMENT INC.

THIS PROJECT IS AN UNOFFICIAL FAN WORK AND IS NOT AFFILIATED WITH, ENDORSED BY, OR LICENSED BY BANDAI.

PROJECT CONCEPT, DESIGN, AND DIRECTION © 2026 COMICMUNCH. ALL RIGHTS RESERVED.

ALL ORIGINAL GAME MECHANICS, LOGIC, UI/UX MOCKUPS, MANUAL, TEXT, ART AND CUSTOM VISUAL ASSETS ARE THE EXCLUSIVE PROPERTY OF COMICMUNCH. NO PART OF THESE SYSTEMS MAY BE REPRODUCED OR REDISTRIBUTED WITHOUT EXPRESS WRITTEN CONSENT.

TECHNICAL IMPLEMENTATION & CODE © 2026 CYANIC.

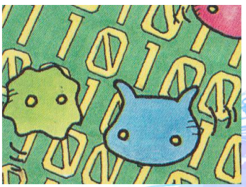
THE UNDERLYING FIRMWARE MODIFICATIONS AND TECHNICAL CODEBASE ARE THE PROPERTY OF CYANIC, UTILIZED HERE UNDER COMMISSION AND DIRECTION FOR THE TRAINING GEAR: DIGIMON LINK PROJECT.

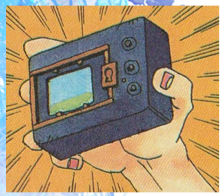
THIRD-PARTY IP DIGIMON AND ALL RELATED CHARACTERS AND TRADEMARKS ARE THE PROPERTY OF BANDAI NAMCO ENTERTAINMENT. THIS IS A NON-PROFIT FAN PROJECT CREATED FOR THE COMMUNITY.

TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES





DIGITAL WORLD ARCHIVE, @RAVELMONTE

1. WHAT IS A DIGITAL MONSTER?

DIGITAL MONSTERS, AKA **DIGIMON** ARE DIGITAL LIFE FORMS THAT WERE DISCOVERED IN THE LATE 1900'S WITH THE *PROGRESSION* OF THE **INTERNET**. AFTER GIVING THE DIGIMON RECOGNIZABLE FORMS VIA **TEXTURES** AND **WIRE FRAMES** EARLY RESEARCHERS CREATED PROGRAMS CALLED "**DIGIMON CAPTURE** " AND "**DIGIMON LOADER**" IN ORDER TO CREATE STABLE ENVIRONMENTS TO STUDY THEIR GROWTH HABITS.
THIS *CULMINATED* INTO THE PUBLIC RELEASE OF THE "**DIGITAL MONSTER**" IN 1997. THE FIRST PORTABLE **DIGIMON DOCK** OR **TRAINING GEAR** AS SOME WOULD CALL IT. SINCE THEN THERE HAVE BEEN *VARIOUS TYPES* OF TRAINING GEAR. THIS IS A MOD OF ONE OF THE MOST RECENT DIGIMON DOCK TECHNOLOGIES, THE **VITAL BRACELET**.

DIGIMON, *LIKE US* GO THROUGH **STAGES OF DEVELOPMENT** AS THEY AGE...NATURALLY THEY WILL EVOLVE TO THE MATURITY OF AN ADULT. HOWEVER TO REACH THEIR **FINAL** FORMS THEY NEED THE **OUTSIDE** INFLUENCE OF **HUMANS**. THAT'S WHERE **YOU** COME IN AS A **TAMER**, WITH **SPECIALIZED GEAR** HELP YOUR **DIGIMON** BY **TRAINING IT** AND BY FORMING BONDS THAT WILL HELP YOUR DIGIMON REACH THEIR **GREATEST POTENTIAL!**

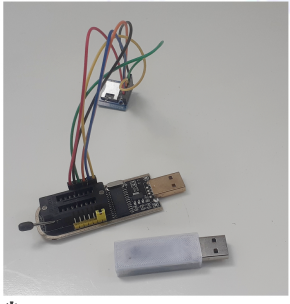
TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

DIMcard Tool

2. INSTALLATION PART 1



FOR FURTHER PROGRAMMER GUIDANCE AND SOFTWARE CHOICES, REFER TO THE VIDEO TUTORIALS & NOTES PROVIDED IN THIS PACKET.

YOU WILL ALSO A DIM PROGRAMMER HARDWAR + DIM LOADING / SAVING SOFTWARE.

FOR THE PURPOSES OF THIS MOD YOU CAN REFER TO MR.BLINKY'S GUIDE FOR THE SOFTWARE AND HARDWARE YOU'LL NEED.
HTTP://MRBLINKY.NET/DIGIMON/VB/DIMCARDTOOL/.

YOU WILL NEED A CH341 PROGRAMMER TO USE MR.BLINKY'S SOFTWARE. *(CH341 IS APPROPRIATE FOR THE INTENDED PURPOSES OF THIS MOD, FOR OTHER MODDING JOBS OUTSIDE THIS MOD USE A CH347.)*

YOU CAN ALSO PURCHASE COMPATIBLE PREASSEMBLED PROGRAMMER VIA BAZJO:
HTTPS://KO-FI.COM/BAZJO/SHOP

DIMcard Tool

3. INSTALLATION PART 2

ONCE YOU HAVE YOUR PROGRAMMER AND DIMCARD TOOL SOFTWARE INSTALLED YOU CAN CONNECT YOUR DIM CARD OR VS MEMORY INTO THE MICRO SD MODULE.

1. TEST THE "CHECK DIMCARD" FUNCTION TO MAKE SURE YOUR CARD IS FOUND.

2. USE THE "BACKUP DIMCARD" FUNCTION TO SAVE THE CONTENTS OF YOUR DIM CARD IF YOU WANT TO RESTORE IT LATER. THIS IS ALWAYS A RECOMMENDED STEP.

3.**NOW** BEFORE GOING FORWARD IT IS TIME TO CHOSE WHICH GAME MODE YOU WOULD LIKE TO PLAY. THERE ARE TWO FILES IN THE DIGIMON LINK BIN FOLDER. VER. DIGITAL MONSTER AND VER. DIGIVICE. EACH WITH UNIQUE GAME PLAY. THE NEXT PAGE WILL GO OVER THEM.

TRAINING GEAR:
DIGIMON LINK

RESEARCH NOTES

4. VER: DIFFERENCES

REAL

DIGITAL MONSTER

REAL DIGITAL MONSTER IS THE MOST AUTHENTIC AND REAL RAISING EXPERIENCE. THESE VARIANTS LIVE HARD AND DIE FAST. THESE ARE THE SCIENTISTS FIRST DISCOVERED IN THE LATE 90'S.

EVOLUTION PERMANENT

DEATH DUE TO OLD AGE

6 HEART PIECES
HIGHER STEP REQUIREMENTS
HIGHER RAISING PENALTIES
1/2 HEART HEAL PER HOUR SLEEP
DIGIMON WON'T HEAL IF NOT PUT TO SLEEP ON TIME
DIGIMON WAKE UP AND SLEEP AUTOMATICALLY

ADULT AND PERFECT DIGIMON AGE 5 YEARS IF NOT MEETING ANY EVOLUTION REQUIREMENTS AT THE END OF TIMER.

DIGIMON WAKES UP OUT OF DAYTIME SLEEP AFTER 5 HOURS

DIGITAL MONSTER

DIGITAL MONSTER VARIANTS EVOLVE AT A SLOWER PACE AND HAVE LESS STABLE DIGI-CORES, HOWEVER, THE BONDS THEY FORM WITH YOU OVER THE TIME YOU RAISE THEM BECOME A SOLID SOURCE OF STRENGTH!

EVOLUTION: PERMANENT

6 HEART PIECES
HIGHER STEP COUNT

RAISING PENALTIES

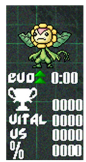
VER: DIGIVICE

DIGIVICE VARIANTS HAVE LEARNED AN EVOLUTIONARY ADVANTAGE TO CONSERVE THEIR POWER BY REVERTING BACK TO THEIR CHILD STAGE PERIODICALLY. THIS CREATES A MORE STABLE DIGI-CORE THAT CAN TAKE MORE DAMAGE.

EVOLUTION: TEMPORARY

REVERTS TO CHILD AT 12AM
12 HEART PIECES
NO RAISING PENALTIES

INSTANT EVOLUTION

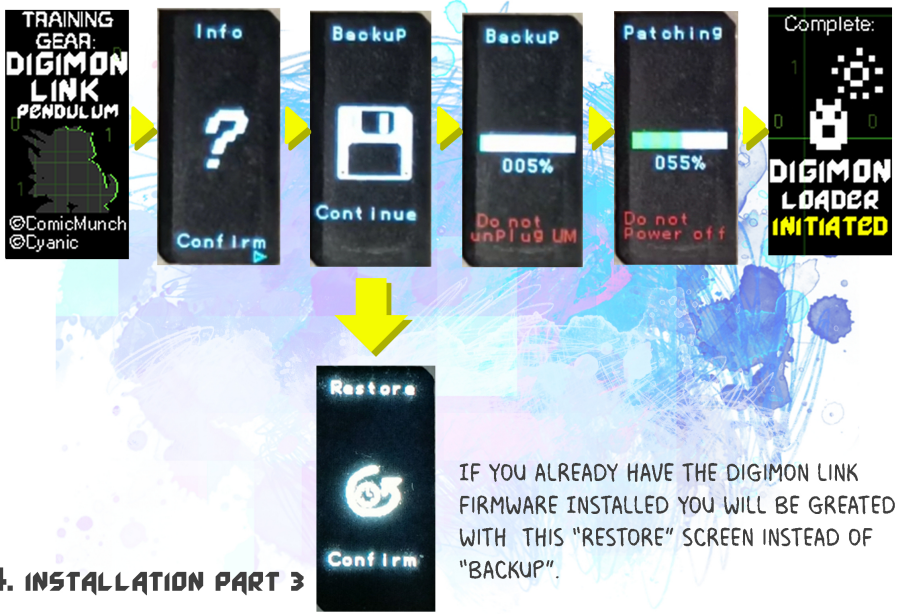


TO **INSTANTLY EVOLVE**, GO TO THE EVO LIBRARY ACTIVE DIGIMON PAGE AND HOLD A. IT WILL REDUCE THE EVO TIMER TO 1 MINUTE. **(VER: DIGIVICE ONLY)**

AFTER DE EVOLUTION ON **DIGIVICE VER.** YOU CAN SEE YOUR DIGIVICE DIGIMON'S LAST EVO CYCLE IN

THE DIGIMON SECTION.

TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES



IF YOU ALREADY HAVE THE DIGIMON LINK FIRMWARE INSTALLED YOU WILL BE GREATED WITH THIS "RESTORE" SCREEN INSTEAD OF "BACKUP".

4. INSTALLATION PART 3

1. TO NOT LOSE ANY DIGIMON, SEND ANY AND ALL DIGIMON ON THE DEVICE TO THE APP.

2.PLUG THE DIM CARD / VS MEMORY WITH THE DIGIMON LINK FIRMWARE INTO YOUR VITAL HERO WHILE THE SCREEN IS ON WHILE IN THE HOME SCREEN.

3.DO NOT REMOVE OR MOVE THE CARD WHILE THE PROGRESS IS GOING. YOU WILL BE GUIDED BY THE SYSTEM. BE PATIENT AND FOLLOW THE B BUTTON COMMANDS. WHETHER YOU ARE INSTALLING THE FIRMWARE OR REMOVING THE FIRMWARE THE PROCESS IS THE SAME.

4. BEFORE PATCHING THERE WILL BE AN EXTRA PROCESS WHICH IS BACKING UP YOUR VH INDIVIDUALIZED FIRMWARE ID. THIS IS A **VERY** IMPORTANT STEP.

TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

IMPORTANT

5. INSTALLATION WARNING

AS SHOWN IN THE GUIDE EARLIER, EVERY TIME YOU INSTALL DIGIMON LINK A NEW BACKUP IS GENERATED. YOU CANNOT USE THIS BACKUP FOR ANY OTHER VH THAN THE ONE IT WAS GENERATED FROM OR FOR A DIFFERENT FIRMWARE THAN WHAT IT WAS MADE FROM. IT'S FOR THIS REASON IT'S VERY IMPORTANT NOT TO LOSE YOUR BACKUP ONCE IT'S MADE. WRITING OVER OR LOSING THE BACK UP WILL LOCK YOUR DEVICE INTO IT'S CURRENT FIRMWARE.

IN ADDITION IT'S IMPORTANT THAT IT'S UNDERSTOOD THAT EACH BACKUP **ONLY WORKS** FOR THE EXACT FIRMWARE IT WAS MADE FROM. **YOU CANNOT SAVE ONE BACKUP AND USE IT FOR MULTIPLE RESTORES EVEN IF IT'S ON THE SAME VH DEVICE.**

A UNIQUE BACKUP IS **GENERATED EACH AND EVERY TIME** YOU INSTALL DIGIMON LINK. IT IS THAT **SPECIFIC BACKUP** THAT IS NEEDED TO REVERT THAT SPECIFIC INSTALLATION BACK TO THE STOCK FIRMWARE WHICH IS NEEDED FOR INSTALLING FUTURE UPDATES.

Patching	
Error Text	*Explanation*
NOT SUPPORTED	No patch matching the Vital Bracelet's firmware was found
PATCH ERR	The patch process has run into an error and has been aborted
PATCH FAILED	The patch process has run into an error during verification, patching was aborted for safety
ROM NOT ORIGINAL	The firmware on the Vital Bracelet has been patched or modified in some way
LOW BATTERY	Vital Bracelet battery is very low, patching was aborted for safety
UM MISSING	Upgrade Memory was disconnected while patching, patching was aborted for safety
BACKUP FAILED	The backup process has failed, patching was aborted for safety

Restoring	
Error Text	*Explanation*
NOT PATCHED	This Vital Bracelet was not patched with the Upgrade Memory previously, restore aborted
NOT SUPPORTED	No backup matching the Vital Bracelet's firmware was found
RESTORE ERR	The restore process has run into an error and has been aborted
LOW BATTERY	Vital Bracelet battery is very low, restoring was aborted for safety
UM MISSING	Upgrade Memory was disconnected while restoring, restoring was aborted for safety
RESTORE FAILED	The restore process has failed and was not completed

THE **BEST METHOD** TO PREVENT LOSS OF YOUR BACKUP IS TO **ASSIGN A DIM SOLELY** FOR INSTALLING DIGIMON LINK AND TO **SET IT ASIDE.** NOT WRITING OVER IT AND ONLY USING THAT DIM/ VS DIM ONLY FOR THE PURPOSE OF INSTALLING AND RESTORING.

+ SAVING THE BACKUP TO YOUR COMPUTER FOR EXTRA INSURANCE.

©VEAK ©CYANIC ©HEAT

TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

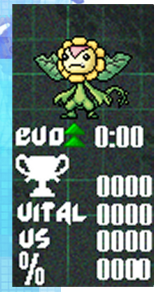
6. NEW HOME BUTTON PROMPTS

LONG PRESS A:
INSTANT HEAL
WHILE INJURED

LONG PRESS B:
INSTANT VBBE MOD
ROLLUP BATTLE

LONG PRESS A:
FLUSH WITH
POO CALL

PRESS B:
BATTERY
CALENDAR
STEP
REQUIREMENT
NEXT EVO
NAME SCROLL



PRESS A: ON
DATE PAGE FOR
EVOLUTION PAGES

BATTERY STATUS:

BATTERY FULL

HALF FULL

CHARGING

NEAR EMPTY

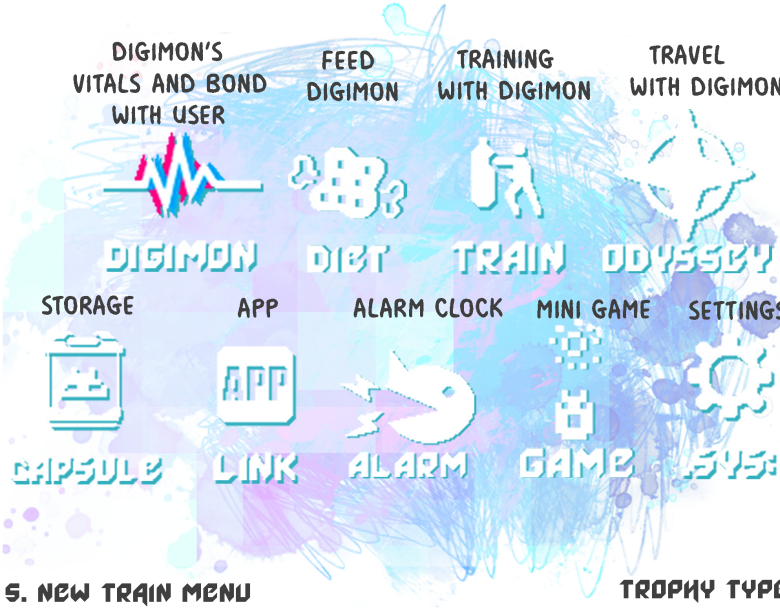
NEW HOME:
VITAL POINTS
AND STEPS NOW
EXCLUSIVELY IN
VITALS MENU.

TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

7. MENU



5. NEW TRAIN MENU

DAILY GOAL: EARN 1 EVO TROPHY IF COMPLETED

REPS: EARN EVO TROPHIES, POWER TROPHIES OR VITALS

TAP A+B ON TRAINING SELECT TO SWITCH MODES.

COACH: RAISE AND LOWER VITALS AND MOOD.

PENDULUM: PRACTICE FINDING DIGIMON'S SHAKE COUNT.

TROPHY TYPES

EVO
COUNTS FOR EVOLUTION

POWER
RAISES STATS

EVERY **10 POWER TROPHIES** EARNS YOU AN AP AND DP ADVANTAGE IN BATTLE. THIS ALSO APPLIES TO VS DIM.

10 = +50%DP +25%HP +1AP

TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

3. PRAISE AND SCOLD

PRAISE - INCREASES MOOD AND VITALS.

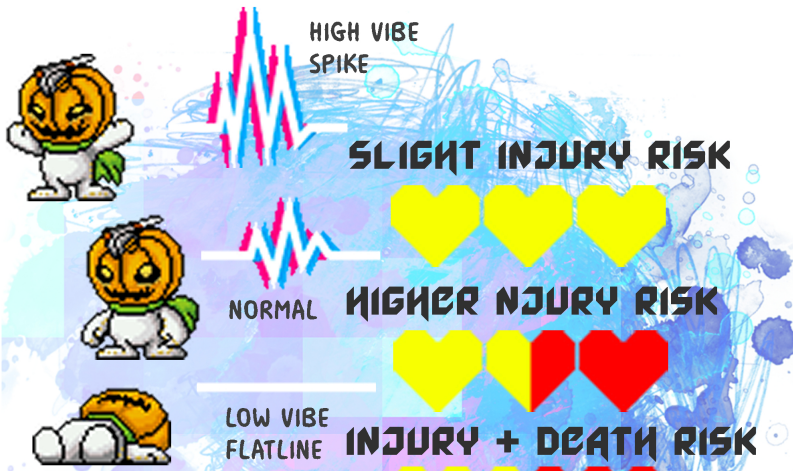
SCOLD - DECREASES MOOD AND VITALS.

THIS FEATURE WILL OPEN UP A NEW WAY TO INTERACT WITH YOUR DIGIMON AND MANAGE EVOLUTION . HOWEVER, BE MINDFUL NOT TO ABUSE THESE FUNCTIONS AS DIGIMON, LIKE YOU, HAVE FEELINGS AND EGOS.

MOOD: COCKY

IT'S SEEMS YOU ALREADY IGNORED MY ADVICE. NOW YOUR DIGIMON IS COCKY. YOU'LL HAVE TO ASSESS HOW THIS WILL EFFECT YOUR DIGIMON.

TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES



DIGIMON PULSE WILL INFLUENCE THE OUTCOMES OF CERTAIN ACTIONS AND MANY CHOICES EFFECT DIGIMON PULSE. KEEP AN EYE OUT FOR THE RELATIONSHIP OF YOUR INTERACTIONS.

10. DIGIMON PULSE

DIGIMON PULSE IS THE ENERGETIC SIGNATURE OF YOUR DIGITAL MONSTER.

WHEN IT'S AT IT'S MAXIMUM YOUR DIGIMON IS HEALTHY AND DOES BETTER IN BATTLE. WHEN IT'S AT IT'S LOWEST YOUR DIGIMON IS IN DANGER OF GETTING INJURIES AND EVEN DYING.

IT'S YOUR DUTY AS A TAMER TO MANAGER YOUR DIGIMON'S PULSE AND KEEP IT HIGH.

INJURY COUNTER FOUND IN DIGIMON MENU UNDER HEARTS. FOUR INJURIES IN 1 DAY AND YOUR DIGIMON WILL DIE.

11. DIGI-CORE HEALTH INDICATOR

THIS SHOWS THE STABILITY OF YOUR DIGIMON'S DIGI CORE. THE ASPECT OF A DIGIMON SOME CONSIDER A SOUL. AS THE DAY GOES ON EVERY LOSE WILL WEAKEN IT'S STABILITY. AT NIGHT YOUR DIGIMON WILL GET SLEEPY. LET IT REST AND IT WILL REGAIN IT'S HEALTH OVERTIME.

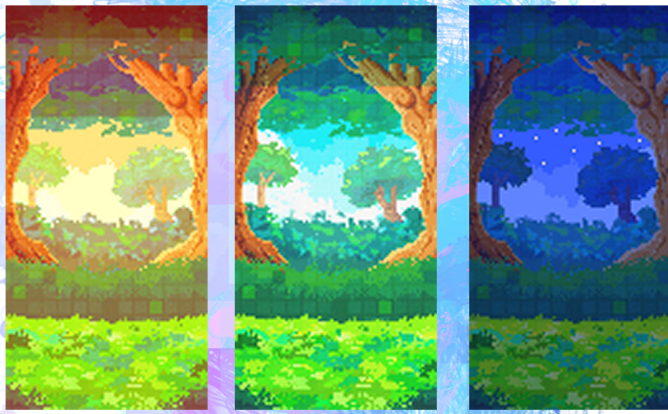
TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

12. DYNAMIC ENVIRONMENT

THIS UNIQUE ENVIRONMENT SIMULATION CHAMBER WILL CHANGE DEPENDING ON THE TIME OF DAY.



DAWN / DUSK

DAY

NIGHT

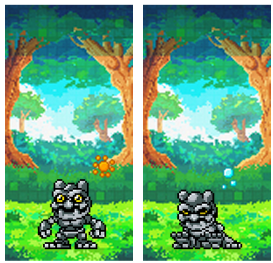
IF YOU DO NOT PUT DIGIMON TO BED BEFORE IT GOES TO SLEEP IT WILL END UP HERE AND NOT HEAL FOR THE NIGHT IN REAL DIGITAL MONSTER

13. MOOD: SLEEPY

WHEN YOUR DIGIMON SHOWS Z EMOJIS THAT MEANS IT'S TIRED. IT'S AT THIS TIME THAT YOUR DIGIMON ALSO CAN HEAL.

SLEEPING IN NORMAL HOURS IN REAL DIGITAL MONSTER

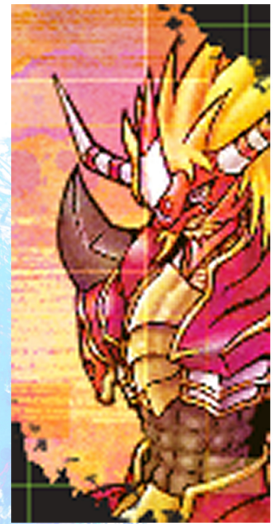
DIGIMON WAKE UP AFTER 5 HOURS



SLEEPING IN SLEEPY HOURS

TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES

14. GRAPHICS POOL



IN THIS DOWNLOAD PACKET
I'VE INCLUDED A SET OF
RESOURCES IN THE FOLDER
GRAPHICS POOL.

NEW DIGI EGG SPRITES
NEW CUT IN ART
AND TRANSLATED NAMES

TO APPLY THESE GRAPHICS YOU WILL NEED
THE DIM MODIFIER BY **CFOGRADY**

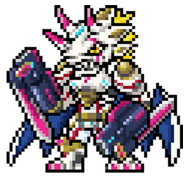
HTTPS://GITHUB.COM/CFOGRADY/DIM-MODIFIER/RELEASES

REFER TO THE VIDEO TUTORIAL FOLDER FOR A GUIDE ON HOW
TO MOD DIM CARDS.

15. CUSTOMIZE EVEN MORE⚡

THERE'S A LOT THAT YOU CAN CUSTOMIZE WITH THE DIM MODIFIER. ADV SETTINGS, EVOLUTION REQUIREMENTS, CHANGING SPRITES ETC, YOU CAN EVEN MAKE DIMS WITH BE DIGIMON OR CHARACTERS FROM TOTALLY DIFFERENT FRANCHISES. WITH DIM MODDING, HOW YOU PLAY AND WHO YOU CAN RAISE IS ONLY LIMITED BY YOUR IMAGINATION!

*NOTE CHANGED SPRITES WILL APPEAR AS THE ORIGINAL DIGIMON ON THE OFFICIAL APP.
EXSPLORE THE PROGRAM AND HAVE FUN MAKING YOUR OWN CUSTOM DIMS.



TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES

21. PENDULUM

BY **SHAKING**
THE DIGIMON LINK
IN PERFECT RHYTHM
WITH YOUR DIGIMON'S
ACTIVITY TYPE YOU CAN
GUIDE YOUR DIGIMON TO
PREFORM **TWO** DIFFERENT
ATTACKS!

THE STRATEGY OF BATTLE
HAS NOW INCREASED WITH
PENDULUM BATTLES
COMBINED WITH TROPHY
POWER. DECIDE IF OFFENSE
OR DEFENSE IS BETTER
FOR YOUR DIGIMON.

COUNT NUMBER #1

WITH THIS NUMBER YOUR
DIGIMON WILL LAUNCH A
SPECIAL ATTACK IN A
BONUS **FIRST MOVE.**
THAT MEANS STOIC DIGIMON
WILL FIRE SPECIAL MOVES
TWICE IN A ROW.
IN ADDITION YOUR DIGIMON
WILL GAIN **+1 AP** FOR THE
BATTLE.

COUNT NUMBER #2

WITH THIS NUMBER YOUR
DIGIMON WILL GO ON
THE **DEFENSIVE** BY GAINING
4 HP AND 1 DP.

22. HOW TO SHAKE

WITH DIGIMON LINK
YOU CAN PENDULUM SHAKE
WITH THE DEVICE ON THE WRIST
OR IN A SHELL.

GOING UP FAST COUNTS
AS A SHAKE

GOING UP OR DOWN
SLOW DOES NOT COUNT
AS A SHAKE.

GOING DOWN FAST
COUNTS AS A
SHAKE

TO GO UP IN NUMBER SHAKE UP
AND DOWN FAST TO GET NEAR THEN
NUMBER YOU WANT. THEN TO SLOW
DOWN SHAKE DOWN FAST AND GO UP
SLOWLY TO NOT REGISTER A SECOND COUNT
AND REPEAT. USE **PENDULUM**
TRAINING IN TRAIN MENU TO PRACTICE.

TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

18. CYANIC DIGIMON ALARM

JUST LIKE AN **ALARM CLOCK**
YOU CAN ASK YOUR DIGIMON
TO ALERT YOU AT A CERTAIN TIME

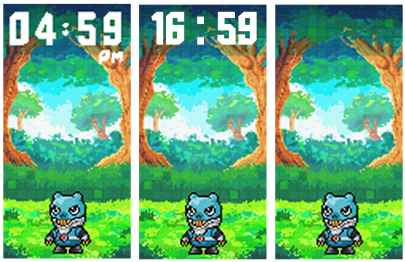
SET THE ALERT FOR ON
OR OFF. PUT IN THE TIME
YOU WANT TO BE ALERTED,
CHOOSE THE DIGIMON CALL
NOISE AND LEAVE THE REST
TO THE DIGIMON!

ONCE YOUR DIGIMON CALLS

PRESS ANY BUTTON TO WAIT FOR
ONE MINUTE AND SNOOZE FOR 5
MINUTES.
OR HOLD EITHER
BUTTON TO DISMISS.

19. CLOCK DISPLAY TOGGLE

QUICK PRESS A+B ON DATE SCREEN
TO TOGGLE 12/24/ NO TIME DISPLAY



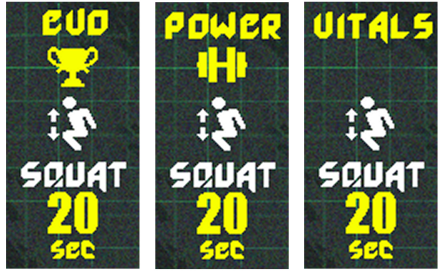
20. TRAINING TOGGLE

TAP (NOT HOLD) A+B ON TRAINING SELECT SCREEN

EVO: USED FOR EVOLUTION REQUIREMENTS

POWER: RAISES DIGIMON'S STATS

VITALS: RAISES DIGIMON'S VITAL POINTS



TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES

21. FEEDING

DIGIMON, LIKE US NEED TO CONSUME TO SURVIVE.
DIGIMON, UNLIKE US CONSUME DATA. DIGIMON'S FOOD ONLY LOOKS LIKE OUR FOOD BECAUSE EARLY RESEARCHERS MADE IT THAT WAY, WITH WIREFRAMES AND TEXTURE, SO THAT THEY COULD STUDY AND OBSERVE THE DIGIMON'S LIFE CYCLE MORE EASILY.
THE ORIGINAL VITAL BRACELET DOCK TRANSLATED THE USER'S PHYSICAL ACTIVITY, TRANSFORMING IT INTO DATA NUTRIENTS FOR THE DIGIMON TO CONSUME. EFFICIENT BUT SOME MISSED THE CONNECTION OF FEEDING THEIR MONSTERS.

NOW, IN TRAINING GEAR: DIGIMON LINK
THE FEEDING
PROGRAMS ARE BACK.

PROTEIN PROGRAM:
RAISES DIGIMON'S PULSE SLIGHTLY .

STEROID PROGRAM:
LOWERS DIGIMON'S PULSE WHICH ALLOWS FREE ACTIVATION OF THE PRAISE PROMPT.
MAKE SURE YOU OBSERVE IT'S EFFECTS ON YOUR DIGIMON IT MAY HAVE **SEVERE** CONSEQUENCES

FEEDING DIGIMON PULSE:
THERE ARE MANY OTHER WAYS TO RAISE AND TO FEED YOUR DIGIMON PULSE, LIKE, MEETING STEP REQUIREMENTS, DOING REPS, PENDULUM TRAINING, USING PRAISE AND BATTLING. OBSERVE HOW DOING EACH EFFECTS YOUR DIGIMON'S PULSE INDICATOR.

TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

14. FLUSH

AND JUST LIKE HUMANS
WHAT GOES **IN** MUST ALSO
COME **OUT!**
DIGIMON'S WASTE HAS **A LOT**
OF VIRUSES AND CAN EASILY
CORRUPT DATA. THAT'S WHY IT'S
BEST TO CLEAN IT UP RIGHT
AWAY ON HOME BY HOLDING
THE A BUTTON.
FAIL TO DO SO AND YOUR DIGIMON
WILL SUFFER AN INJURY!

15. DIGIMON CALLS

THROUGH OUT THE DAY YOUR
DIGIMON WILL **CALL OUT** TO YOU,
KEEP AN EYE OUT AS IT'S HAPPINESS,
PULSE AND **LIFE** MAY DEPEND ON IT.

SUPA HAPPY:
15 MINUTES
IMMUNE FROM
BATTLE HEART
LOSS MUST GO
GAIN DOUBLE POWER
AND EVO TROPHIES
1500 STEPS ABOVE
STEP REQUIREMENTS
3000 ON REAL
DIGITAL MONSTER VER.

BROKEN HEARTED:

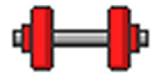
IF YOUR
DIGIMON'S
MOOD DROPS
BELOW 30.
BE CAREFUL

MEAT CALL:
FEED WITHIN
30 MINUTES
OR LOSE
20 MOOD.

POO CALL:
FLUSH WITHIN
2 HOURS OR
YOUR DIGIMON
WILL GET
INJURED,

HEAL CALL:
A SPECIAL AND
RARE CALL.
FOUND ONLY AT
A CERTAIN TIME
OF DAY FOR
30 MINUTES
FULL HEAL.

ODYSSEY CALL:
BEAT AN ADV
STAGE BOSS IN
1 HOUR AND GET
POWER TROPHIES.
SAME LEVEL OR BELOW: **+5**
HIGHER LEVEL **+10**
FAIL -10 MOOD REAL DM ONLY



TRAINING CALL:
X2 ON ALL
TRAINING RESULTS
FOR **10 MINUTES**
FAIL -20 MOOD REAL DM ONLY

TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES

24. ACTIVITY TYPES

EACH DIGIMON HAS A **UNIQUE** ACTIVITY TYPE. **LAZY, INDOOR NORMAL, ACTIVE** AND **STOIC**.

EACH ACTIVITY TYPE WILL EFFECT THE **RAISING EXPERIENCE** OF THE DIGIMON YOU'RE RAISING. AS SLEEP TIMES, HEALING PERIODS, STEP REQUIREMENTS AND PENDULUM SHAKING NUMBERS ARE ALL BASED ON ACTIVITY TYPE.

LAZY TYPE
LONGEST SLEEPY TIMES, LOWEST PENDULUM COUNT NUMBERS, LOWEST STEP REQUIREMENT, GREAT FOR **NOVICE TAMERS.**

STOIC TYPE
SHORTEST SLEEPY TIMES, HIGHEST PENDULUM COUNT NUMBERS, BIGGEST STEP REQUIREMENT, FOR **ADVANCED TAMERS.**

25. STEP REQUIREMENTS

EACH DIGIMON TYPE NEEDS A DIFFERENT AMOUNT OF **KINETIC ENERGY** FROM THEIR TAMER. YES, DIGIMON DO CONSUME HUMANS BIO ELECTRIC ENERGY. IT'S WHY DIGIMON HAVE BEEN SO CONNECTED AND DRAWN TO HUMAN EMOTIONS. **ANYWAYS,** BACK TO THE POINT!
TO MAKE A CERTAIN ACTIVITY TYPE HAPPY, EVERY 2 HOURS YOU MUST MEET THEIR STEP REQUIREMENT. IF YOU FAIL TO DO SO, YOUR DIGIMON WILL LOSE IT'S VIBE AND IF YOU FLATLINE FROM MISSING A STEP REQUIREMENT YOUR DIGIMON WILL BE INJURED!

FOR EASY ACCESS YOU CAN SEE YOUR PROGRESS ON THE DATE PAGE.

STEPS YOU HAVE LEFT TO FULFILL. TIME LEFT

259 **1:09**

X X FOR UNMET CHECK MARK FOR PASSED.

STEPS UNMET

STEPS MET

EXERCISE EFFORT

DEPENDING ON VER. EACH TIME YOU GO OVER YOUR DIGIMON'S STEP REQUIREMENT BY 500 OR 1000 STEPS THEIR EXERCISE EFFORT WILL RISE. REACH EFFORT LEVEL THREE AND YOUR DIGIMON WILL BE SUPA HAPPY LATER ON. BEING IN EXERCISE EFFORT 3 ALSO GIVES **+1 HP** IN BATTLE.

1 EFFORT 2 EFFORT 3 EFFORT

TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES

26. ODYSSEY MODE

EACH DIM CONTAINS AN **ISOLATED SIMULATED ENVIRONMENT.** THE DIGIMON IN THESE LOCATIONS HAVE BEEN HARDENED BY THE **LAWS OF SURVIVAL.** NOT ONLY THAT, DIGIMON WILL COME OUT TO **CHALLENGE YOU** AS YOU WALK TOWARDS **THE BOSS.**

THESE DIGIMON, ENCOUNTERS AND STAGE BOSSES, ARE ON **ANOTHER LEVEL** COMPARED TO THE DIGIMON YOU'LL FIND IN **FIREWALL BATTLES.** IT'S FOR THESE REASONS YOU WILL HAVE TO UTILIZE VITALS, TROPHY POWER AND **PENDULUM STRATEGY** TO TAKE THE VICTORY.

ODYSSEY

FLEEING FROM THE BATTLES WILL COST YOU **100 STEPS.**

LOSING TO AN ENCOUNTER **300 STEPS.**

AND LOSING TO A STAGE BOSS **500 STEPS.**

STAGE 1: - CHILD DIGIMON ENCOUNTERS

STAGE 2-5: CHILD AND ADULT DIGIMON ENCOUNTERS. CHILD ONLY FOR 2 CHILD DIM.

STAGE 6-11: ADULT AND PERFECT DIGIMON ENCOUNTERS

STAGE 12-15: PERFECT AND ULTIMATE DIGIMON ENCOUNTERS

STAGE **6** AND **11** ARE **TRANSITIONAL STAGES,** YOU MAY FIND A HIGHER LEVEL FROM THE NEXT AREA STRAY IN. BEAT THAT RARE ENCOUNTER AND PROGRESS **500 STEPS** DOWN THE MAP.

AS YOU PROGRESS DOWN THE MAP TO THE FINAL BOSS, THE STAGE BOSSES AND ENCOUNTERS WILL GET **EXCEEDINGLY MORE POWERFUL.** YOU WILL NEED TO KEEP EARNING POWER TROPHIES IF YOU AIM TO CLEAR THE WHOLE MAP.

TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES

27. VS DIM

WITH THE DIGIMON LINK YOU CAN BATTLE BOTH LOCALLY AND LONG DISTANCE USING THE VS DIM.
USE TROPHY POWER AND THE POWER OF THE PENDULUM TO GAIN THE ADVANTAGE IN BATTLE!

EVERY 10 POWER TROPHIES YOU EARN WILL GAIN YOU **+50%DP 25%HP AND +1AP.**

TO USE **PENDULUM POWER** IN VS DIM BATTLES GO TO THE PENDULUM TRAINING SECTION IN THE TRAIN MENU AND YOU'RE LAST SUCCESSFUL TRAINING SESSION RESULT WILL BE USED FOR THE NEXT VS DIM BATTLE.

TERA SHOT GIVES **+5 AP.**

MEGA HIT GIVES **+5HP**

*THESE FUNCTIONS WILL ONLY WORK ON TWO CURRENT DIGIMON LINKS THAT ARE BATTLING.
POWER UPS WILL NOT APPLY TO MIS MATCHED DIGIMON LINKS AND OR VITAL HEROES.*

WITH THE DIM PROGRAMMER AND THE MR. BLINKS'S DIM TOOL YOU CAN BATTLE LONG DISTANCE BY SENDING YOUR VSDIM FILE TO THE COMPUTER AND THEN MESSAGING IT TO A FRIEND.

TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES

28. CARE MISTAKES AND DEATH

KEEPING YOUR **DIGIMON** IN **HIGH VIBE** IS THE MISSION OF EVERY TAMER AND IT'S HOW YOU KEEP YOUR DIGIMON FRIEND HAPPY, STRONG AND ALIVE ON THE DIGIMON LINK.

LOSING DIGIMON PULSE INCREASES THE CHANCES OF BAD THINGS HAPPENING.

HERE ARE THE LIST OF **NO NOS** TO AVOID.
INJURY AND DEATH.

REAL DIGITAL MONSTER

INJURY:
GETTING FLATLINE FROM MISSING STEP REQUIREMENTS, FEED, TRAINING, AND ODYSSEY CALL AND NOT PUTTING TO SLEEP ON TIME

FROM LOSING A BATTLE IN LOW VIBE OR GETTING FLATLINE FROM A LOSS.

LOSING A BATTLE WITH LOW DIGI-CORE HEARTS

SCOLDING WHEN IN FLATLINE

DEATH:
LOSING BATTLE WITH VERY LOW DIGI-CORE HEALTH
GETTING 4 INJURIES IN ONE DAY
FEEDING TO MANY PILLS

DIGITAL MONSTER

INJURY:
GETTING FLATLINE FROM MISSING STEP REQUIREMENTS, FEED, TRAINING, AND ODYSSEY CALL.

FROM LOSING A BATTLE IN LOW VIBE OR GETTING FLATLINE FROM A LOSS.

LOSING A BATTLE WITH LOW DIGI-CORE HEARTS

SCOLDING WHEN IN FLATLINE

DEATH:
LOSING BATTLE WITH VERY LOW DIGI-CORE HEALTH
GETTING 4 INJURIES IN ONE DAY
FEEDING TO MANY PILLS

DIGIVICE

INJURY:

LOSING A BATTLE WITH LOW DIGI-CORE HEARTS

FROM LOSING A BATTLE WITH LOW VIBE

DEATH:
LOSING BATTLE WITH VERY LOW DIGI-CORE HEALTH

GETTING 4 INJURIES IN ONE DAY

TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

31. GAME

RELAX AND PLAY AN GAME OF **DIGIMON ROULETTE** WITH YOUR DIGIMON IN THIS SECTION. WHEN THE GAME BEGINS THE DIGIMON WILL SPIN SLOWLY AT FIRST AND THEN RAPIDLY. SEE IF YOU CAN **MATCH** THE DIGIMON TO GET A **+500.** VP SURPRISE. LOSE AND YOU AND YOUR DIGIMON WILL LOSE **-50 VP.**

PRESS A TO STOP ROULETTE.

32. DIGIMON RANK

DIGIMON GO **UP IN RANK** AS YOU EARN POWER TROPHIES WITH THEM. YOU CAN CHECK YOUR DIGIMON'S **CURRENT RANK** IN THE DIGIMON STATUS MENU.

33. TRAVEL MEAT

AS YOUR DIGIMON GOES **UP** IN RANK IT WILL EARN MORE TRAVEL MEAT, THAT CAN BE USE IN **ODYSSEY MODE** TO **RECOVER** FROM **LOSSES** AND LIFTING YOUR **DIGIMON'S MOOD** BEFORE A STAGE BOSS.

HOLD A TO ACTIVATE IN ODYSSEY
TRAVEL MEAT GIVES:
+50 MOOD AND
+250 VITAL POINTS.

TRAINING GEAR:

DIGIMON LINK

RESEARCH NOTES

31. CAPSULE EVO TIMER

SOMETIMES ONE ISN'T ENOUGH, NO WORRIES AS NOW YOU CAN RAISE TWO DIGIMON AT ONCE BY ALLOWING ONE DIGIMON'S EVO TIMER TO CLOCK DOWN AS YOU RAISE ANOTHER.
YOU CAN DO THIS BY **TAPPING A+B** ON THIS NEWLY EVOLVED FORM OF THE FAMILIAR DIGIMON CAPSULE STORAGE.

32. STAT BONUSES

HIGH VIBE = +1AP
LOW VIBE = -1AP

EXERCISE EFFORT 3 = +1HP

FULL VITALS = +6HP

33. WALK BOOST

AS YOU GAIN DAILY STEPS
YOUR DIGIMON WILL GROW STRONGER
BY GAINING POWER TROPHIES.

WALK LONG AND FAR TO TRAIN
YOUR DIGIMON TO BE THE ULTIMATE

10,000 STEPS = +2 POWER TROPHIES
20,000 STEPS = +4 POWER TROPHIES

TRAINING GEAR:

DIGIMON LINK

GLOBAL CONNECT

1. INSERT VS DIM INTO DIGIMON LINK

1. BACKUP FILE TO YOUR COMPUTER USING MR.BLINKY'S DIM TOOL

1. DIRECT MESSAGE, EMAIL OR TEXT FRIEND THE LOADED VS DIM BIN FILE

1. FRIEND INSERTS DIM INTO THEIR DIGIMON LINK

1. FRIEND BACKS UP FILE TO THEIR COMPUTER AND THEN SENDS IT BACK

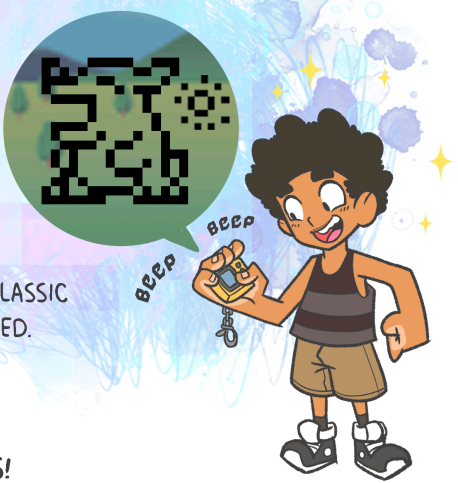
1. RESTORE FILE BACK INTO YOUR VS DIM AND REINSERT TO YOUR DIGIMON LINK.

- COMPLETE -

TRAINING GEAR:
DIGIMON LINK
RESEARCH NOTES

IN 2020 - 2021 WHEN THE **VITAL BRACELET** WAS UNVEILED. I CAN'T EXSPRESS HOW EXCITED I WAS. I HAD BEEN WAITING FOR AN **ADVANCED INTERACTIVE MODERN** *DIGIMON RAISING V-PET* EVER SINCE THE TAMAGOTCHI COLOR CAME OUT IN **2008**. I WAS INSTANTLY SOLD ON THE IDEA OF EXERCISING TO STRENGTHEN YOUR DIGIMON AND THE IDEA OF HAVING A DIGIVICE PEDOMETER GAME BUILT IN.

HOWEVER MY EXCITEMENT WAS A LITTLE SQUASHED WHEN IT WAS RELEASED THAT THE VITAL BRACELET WAS GOING TO BE **HANDS OFF, WITHOUT NURTURE FUNCTIONS** LIKE FEEDING AND CLEANING POOP. THEN WHEN I FOUND OUT ADV MODE **WOULDN'T** HAVE ENCOUNTERS FROM ENEMIES WHEN YOU WALKED LIKE THE CLASSIC DIGIVICES, I WAS FURTHER DISAPPOINTED.



IN THE END I GOT OVER THOSE **PAIN POINTS** AND THE VITAL BRACELET SERIES BECAME ONE OF **MY FAVORITES!** ALL THE WAY UP WITH THE **PENDULUM X** AND **DIGIVICE IC.** WITH THAT SAID THERE WAS ALWAYS A PART OF ME THAT WANTED TO FEED MY DIGIMON AND CLEAN IT'S POOP, WHICH IS WHAT BRINGS US TO **TRAINING GEAR: DIGIMON LINK PENDULUM.** MY VISION OF WHAT I WANTED THE VB SERIES TO BE. I **TRULY** HOPE YOU ENJOY AND I HOPE THIS PROJECT GIVES YOU THE SAME CONNECTION AND HAPPINESS I FOUND WITH **MY FIRST** DIGIMON GREYMON, THAT I RAISED ON AN ORIGINAL DIGITAL MONSTER THAT MY FRIEND GAVE TO ME IN GRADE SCHOOL.

~ COMIC MUNCH

TRAINING GEAR:
DIGIMON LINK

-CREDITS-

COMIC MUNCH
DIGIMON LINK CREATOR
GAME ARCHITECT
PROJECT MANAGER
PART 1 FUNDED
PART 2 CO FUNDED
GRAPHICS AND LAYOUTS
DIGIMON LINK MANUAL

CREATOR OF ORIGINAL MECHANICS
PRAISE AND SCOLD
MOOD METER
DIGI-CORE HEALTH INDICATOR
TROPHY POWER
COCKY MOOD
INSTANT HEAL
EVO NAME SCROLL
DIGIVICE DE EVOLUTION
SLEEP MOOD
NAP ROOM
NEW PENDULUM MECHANICS
SLEEP HEAL
STEP REQUIREMENTS
DIGIMON CALLS TO ACTION
ADV MODE LOGIC

INSTAGRAM
@COMIC_MUNCH
TIKTOK
@DOWDYDOG

CYANIC
TECHNICAL LEAD
IMPLEMENTATION OF BLUEPRINT INTO CODE

VBBE MOD ROLL UP & VITAL PET FEATURES

EVO TIMER
INSTANT BATTLE
CALENDAR SCREEN
12 HOUR CLOCK
WALKING ANIMATION FIX
UNLIMITED TRAINING CYCLE

ALARM CLOCK CONTRIBUTION

X
@GMMAN_BZFLAG
BLUESKY
@SUDO.CARALYNX.COM

DTATHEMES
BETA TESTING
PART 2 CO FUNDED
DIGIMON ROULETTE

INSTAGRAM
@DIGIVOLUTION

DECALS
MEDICAL SUITCASE - FONTAWESOME
DIGITAL GRID - AHKâM

-SPECIAL THANKS-

TO CYANIC FOR ALL THE QUALITY AND PROFESSIONAL WORK, BEING PRAGMATIC AND FOR HELPING BRING MY VISION TO LIFE.

TO DTATHEMES FOR HIS ENTHUSIASM.
DM LINK PENDULUM IS THANKS TO HIS SUPPORT.

TO MY MOM AND DAD FOR ALWAYS ENCOURAGING MY CREATIVITY.

TOEI ANIMATION
BANDAI NAMCO
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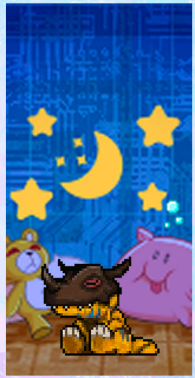

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BANDAI NAMCO

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